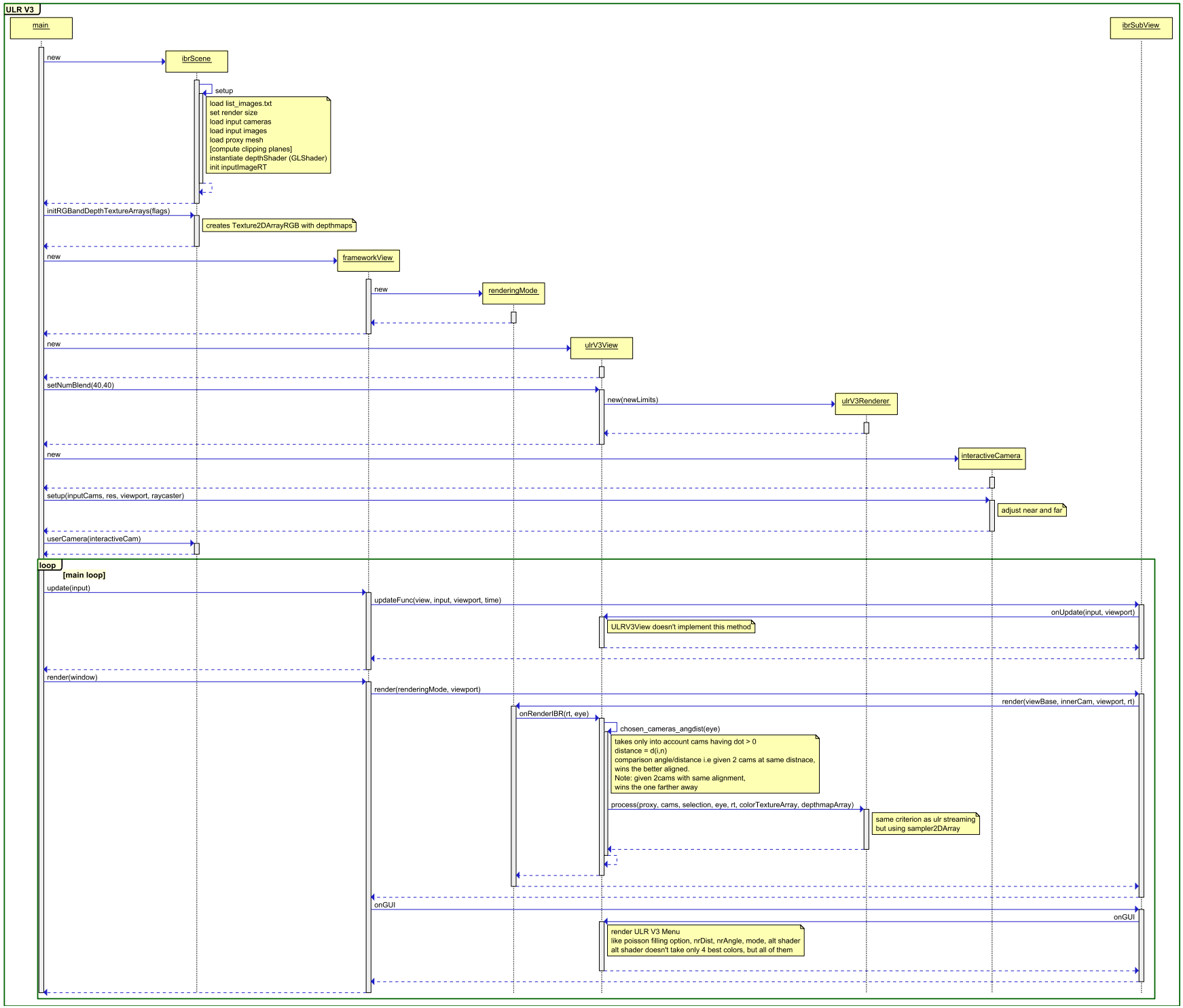
ULR V3
main
ibrScene
ibrSubView
new
setup
load list_images.txt
set render size
load input cameras
load input images
load proxy mesh
[compute clipping planes]
instantiate depthShader (GLShader)
init inputImageRT
initRGBandDepthTextureArrays(flags)
creates Texture2DArrayRGB with depthmaps
new
frameworkView
new
renderingMode
new
ulrV3View
setNumBlend(40,40)
new(newLimits)
ulrV3Renderer
new
interactiveCamera
setup(inputCams, res, viewport, raycaster)
adjust near and far
userCamera(interactiveCam)
loop
[main loop]
update(input)
updateFunc(view, input, viewport, time)
onUpdate(input, viewport)
ULRV3View doesn't implement this method
render(window)
render(renderingMode, viewport)
render(viewBase, innerCam, viewport, rt)
onRenderIBR(rt, eye)
chosen_cameras_angdist(eye)
takes only into account cams having dot > 0
distance = d(i,n)
comparison angle/distance i.e given 2 cams at same distnace,
wins the better aligned.
Note: given 2cams with same alignment,
wins the one farther away
process(proxy, cams, selection, eye, rt, colorTextureArray, depthmapArray)
same criterion as ulr streaming
but using sampler2DArray
onGUI
onGUI
render ULR V3 Menu
like poisson filling option, nrDist, nrAngle, mode, alt shader
alt shader doesn't take only 4 best colors, but all of them